

Who Dares Wins II

AMSTRAD

3 lives

8 fields of battle

GAMEPLAN:

Armed at the outset with an automatic rifle and 5 grenades, make your way forward to the enemy occupied territory where the opposing battalions are entrenched in occupied townships and the surrounding districts. The occupation army has formed itself into garrisons where they hold prisoners from your own patriotic forces. Press onward to the first enemy garrison avoiding enemy snipers and hidden obstacles on the way, until you are confronted by the walled compound from which will pour the defending troops. Kill off this attack and you gain entry to the next sector of the enemy territory in search of the next garrison of prisoners. But beware the terrain has changed, the dangers have altered. And on you must battle, clearing your way to the final garrison in the 8th territory where victory should be yours until you learn that your back up forces have lost their hold on your first conquest. And so you must return to reclaim the territories the enemy have regained but this time you'll find they're wise to your bravery and the encounters will be even more fierce, the dangers even more cunning.

NOTE: Your grenades can be replenished from randomly hidden ammunition boxes. If you free a prisoner from execution you earn a high bonus.

FEATURES AND OBSTACLES:

Everything you'd expect in a 'real life' combat zone and to alert you to the dangers would disturb the balance of the 'fighting machine' that you've been trained to become.

Feature points:

Save a prisoner – **800 points**

Land a grenade on house – **250 points**

Extra man at **10,000, 30,000, 50,000** and every **20,000 points**

HOW TO MOVE: Joystick only

Rifle Fire – Press **FIRE** repeatedly, rapidly

Launch Grenade – Press **FIRE** and hold down

HOW TO LOAD: Type **R U N " W D W "**

Press **ENTER**